TECMO | 100% GAMES

Gallop Racer® 2006

EVERYONE

CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

GAME TYPES..... 4

THEME PARK MODE..... 6

Entering the Park..... 6

Gallop Racing Square - *Big Map*..... 7

Park Attractions..... 8

Title Collection..... 8

Gallop Stallion..... 16

Field of Legend..... 21

Home..... 22

RACE..... 24

Racing Fundamentals..... 24

Controller Type..... 28

Race Flow..... 31

Betting Tickets..... 33

Racing Guide..... 35

EXTRAS MODE..... 41

Simulation Mode..... 41

VS Mode..... 45

Free Mode..... 47

Options..... 49

CREDITS..... 52

WARRANTY INFORMATION..... 53

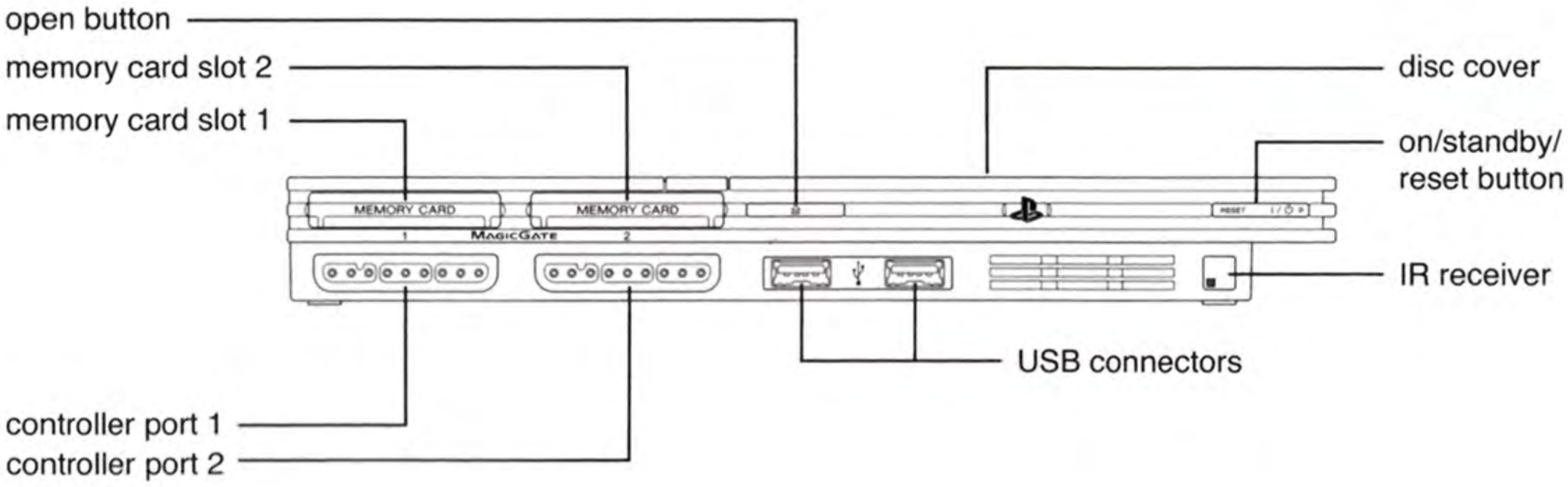
Thank you for purchasing "Gallop Racer 2006" for PlayStation®2. In order to get the most out of the game, please read this instruction manual thoroughly before playing.

Gallop Racer 2006 requires a Memory Card (8MB) (for PlayStation®2) (sold separately) to save game settings and progress. Please do not remove memory card (8MB) (for PlayStation®2), controller, or reset/switch off the console while saving or loading.

Copyright Notice:
Gallop Racer 2006 is an original work developed independently by Tecmo. All copyrights, industrial property rights, and other miscellaneous rights are the property of Tecmo, Inc.

Disclaimer:
We strive everyday to deliver our customer the most exciting and reliable experience and continually improve the quality of our products. Therefore, depending on the date of your purchase, the game screens in this manual may differ from those of the actual game.

GETTING STARTED



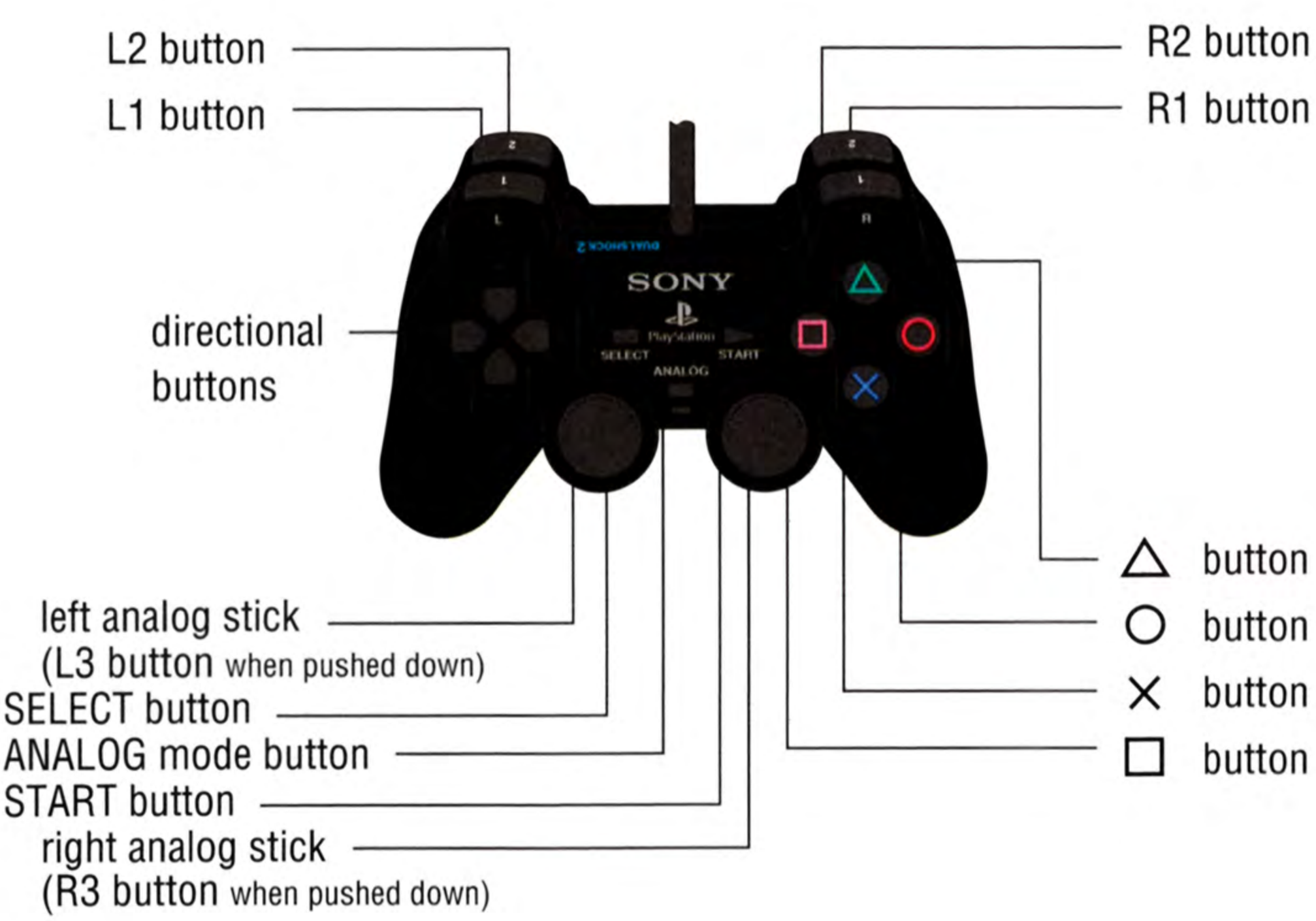
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Gallop Racer® 2006 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME TYPES

Theme Park Mode

In Gallop Racing Square, a horse-racing theme park, you can choose from among 3 horse-racing attractions. The ultimate goal is to breed the strongest horse possible.

->"theme park mode" on P. 6

Simulation Mode

Make changes to the appearance or parameters of horses or jockeys, or even create your own Original Race.

->"simulation mode" on P. 41

VS Mode

Compete directly against one or more players.
"Series Battle" allows two players to battle in a series of up to 5 races, while "Tournament Battle" allows up to 4 players equipped with DUALSHOCK®2 analog controllers to compete.

->"VS mode" on P. 45

Free Mode

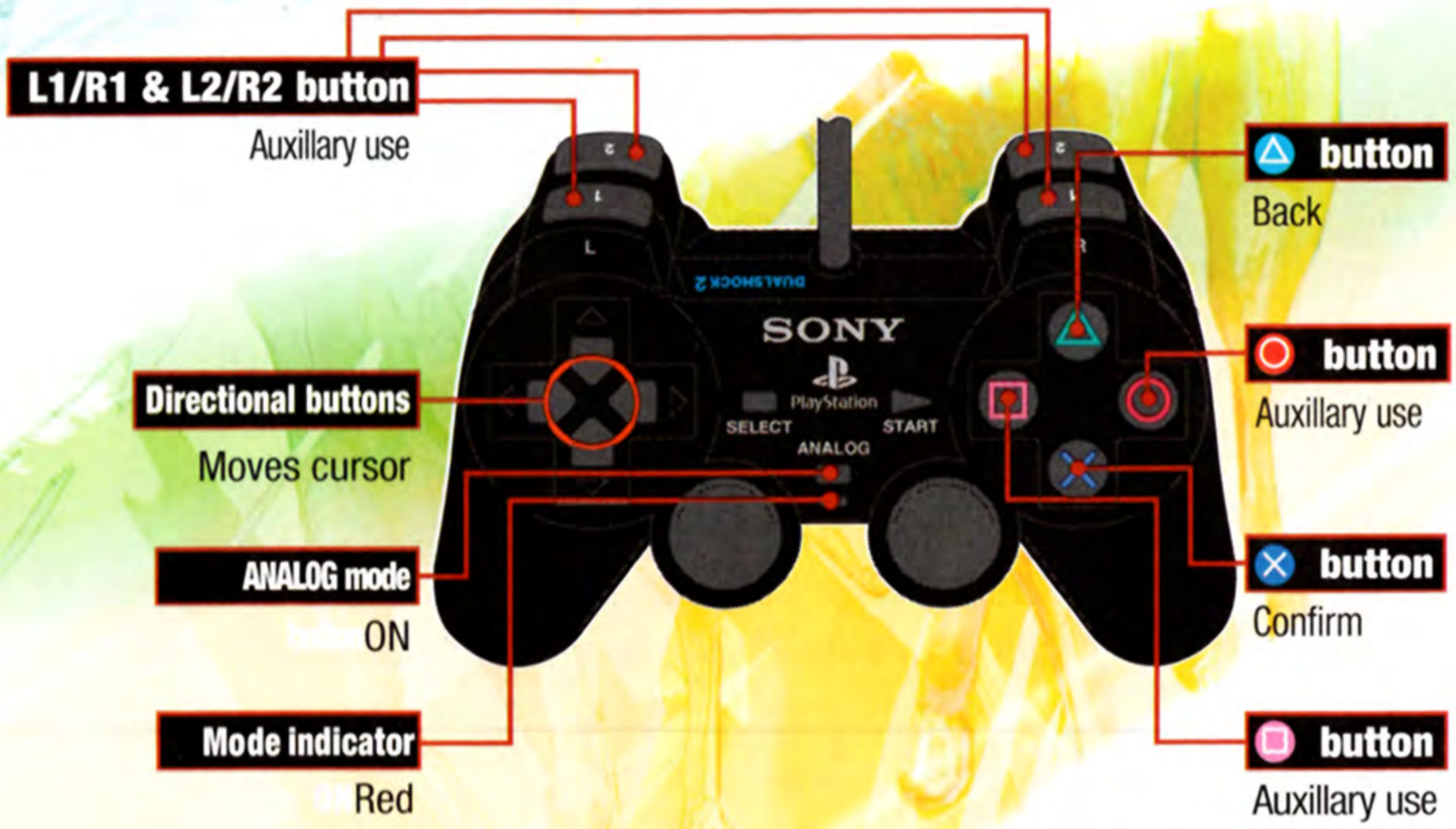
Freely choose your favorite horse, race, weather or racetrack.
You can also compete against another player or load an Original Race created in Simulation Mode.
->"Free mode" on P. 47

Options

Manage data or VTR replays, or change the various game settings.
->"Options" on P. 49

Menu Screen Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



* During game play, the "ANALOG mode button" should always be set to "On" (Mode indicator is red).
* To turn the Vibration function on or off, use the "Race" settings or Pause Menu settings.
* "Race Settings" on 51
* During game play, if you press and hold the START button + SELECT button + L1 +L2 + R1 + R2 buttons for more than 2 seconds, the game will reset and you will be returned to the Title Screen.
* This software uses the DUALSHOCK®2 analog controller.
* For one-player play, use controller port 1.

THEME PARK MODE

ENTERING THE PARK

Entrance Flow (New Game)

Enter Name

Enter a name up to 12 letters long.
You cannot use SPACE at the beginning or twice in a row.

Select Sex

Select your gender.

Uniform Design

Design your own original racing uniform for use on horses that you ride.

Uniform Setting

For horses other than your Original Horse (My Horse), you can have them wear pre-set uniforms. Select the uniform you wish to use.

Controller Type

Select the control type to use during game play from among "Normal", "Stick", and "Simple".
->"Controller Type" on P. 28

Difficulty

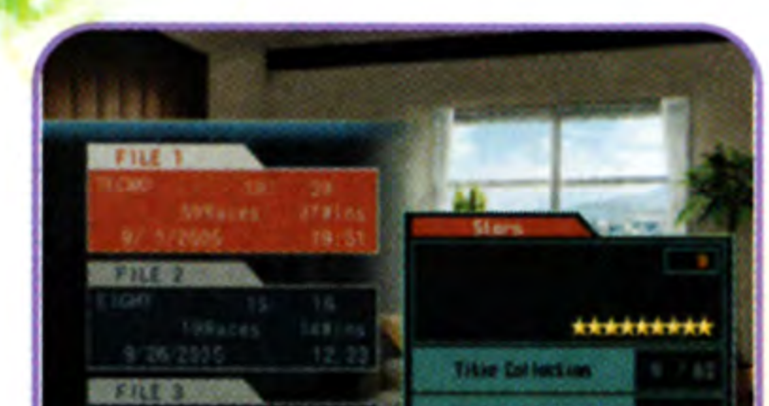
Select either "Easy", "Normal" or "Hard" for your game difficulty.

Check Settings

Change the settings you've made to this point. If you have no changes, press "Confirm".

Re-enter (Load Game)

Re-enter from a previously saved game.
Select the file you wish to load.



GALLOP RACING SQUARE BIG MAP

Title Collection

Pg. 8

Gallop Stallion

Pg. 16

Field of Legend

Pg. 21

Home

Pg. 22

PARK ATTRACTIONS

Title Collection

Attaction Flow

Select Horse

Select your horse. Stronger horses require more points.
->"Select Horse" on P. 9

Rival Settings

Change the horses that appear as your rivals.
->"Rival Settings" on P.15

Register

Register for a race and try to earn a Horse Title.
->"Register" on P. 11

Enter Race

Enter race for which you have registered. To earn a Horse Title, you have to at least get a win.

Earn Horse Title

After a race is completed, if you have fulfilled the necessary conditions, you can earn a Horse Title. If you still need to win one more race to earn the title, "Horse Title Reached" is displayed.

Retire & Accounts

When you retire, attraction accounts are calculated.
->"Retire" on P. 13

* P. 24 It's a good idea to read "Racing Fundamentals" before selecting your horse and race.

Top Menu

❶ New Game/Continue

Select "New Game" when playing for the first time with a new horse.
Select "Continue" when continuing from a previously played game.

Select Horse

When you select "New Game", you will automatically go to horse selection. Press left/right on the directional buttons to change the horse category.

Choose "My Horse" to select from the horses created in "Gallop Stallion".
->"Gallop Stallion" on P. 16
Select "Sort By" or "Narrow" to search for a horse suited to the desired Horse Title.

❷ Horse Title

Check on the conditions needed for the current Horse Title. Select the Horse Title in question to view the details.

Race Conditions

This lists all the races you must win in order to earn the Horse Title.

❸ Track

Check the course record for each track.

❹ Hall of Fame Horse

View Hall of Fame Horse's stats. If a horse has earned 5 or more Horse Titles at the time of retirement, it can be entered into the Hall of Fame.

❺ Results

Check the Lifetime Records and Best Grades earned in the Title Collection.

Main Menu

① Register

This is the race registration screen.
Register for up to 5 races at one time.

Next Race
Registration takes place for the next race.

Race!
Brings you to the next race.

Select Race
Register for a race from the Program Chart.
If a race is displayed in red text, it means you do not meet the eligibility requirements or don't have sufficient gold.
The color of the horse's silhouette in the upper right represents the condition of the horse at race time.
->"Quick Info" on P. 13

Road Map
Register for a race from the Road Map.
Categories that match the horse's age, turf & dirt aptitude and distance aptitude are displayed in green.
->"Road Map" on P. 12

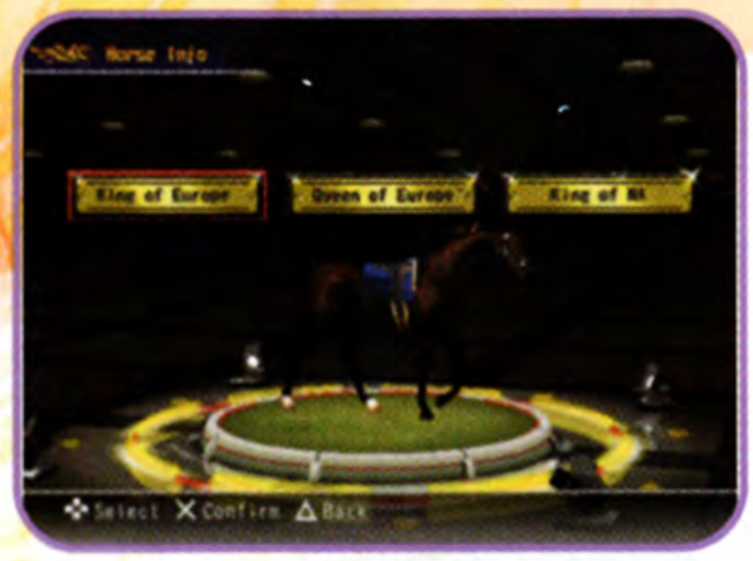
❷ Horse Info

Stats

View a horse's stats. Press left/right on the directional buttons to change the information displayed.

Titles

View a horse's earned titles.



Road Map

The Road Map is an annual progress chart that shows the major races in the year divided by horse's age, race course, and distance.
For races that are already over, the winning horse is displayed.

GWS Ranking

Check the current ranking of the GWS.
You can't view the GWS rankings until the GWS has begun.
->"Gallop World Series" on P. 14

Rival

Check out your leading rivals and view their major victories

❸ Retire

Retire & Accounts

Retire your horse. When you retire, your accounts are settled and you can receive the stars or points corresponding to your stats. Horses that reach nine years of age are forced to retire.

Hall of Fame Entry

Horses that earn 5 or more Horse Titles can become one of the 24 horses that you can register in the Hall of Fame.
Hall of Fame horse's stats can be viewed anytime from the Hall of Fame Menu.

❹ My Data

Confirm the same data that can be found in the Attraction Menu's "Horse Titles", "Track", "Hall of Fame Horse" or "Results". **->P. 10**

❺ Quick Info

Displays the horse's status categories. The color of the silhouette to the right indicates the horse's current condition.

- **Bad condition**
- **Normal**
- **Good condition**
- **Tense**
- **Jittery**

*Tense and Jittery occur when there's too much time between races.

Other Factors

Events

GWS Authorized Race Icon

GWS points by position

1st	12 pts.
2nd	6 pts.
3rd	4 pts.
4th	3 pts.
5th	2 pts.
6th	1 pt.

Gallop World Series (GWS)

The GWS is an annual international race series divided into 3 categories: Sprint (turf short-distance), Turf (turf medium/long distance) and Dirt. Race in each of the GWS authorized races around the world and points are awarded based on where you placed in each race. The final winner of the GWS is determined by the total points awarded.

JWC

In the 5th week of October, the JWC Sprint and the JWC Classic are held at a racetrack in Japan. The JWC is held each year in Japan at a different racetrack.

WC

In the 5th week of October, 8 G1 races are held at a racetrack in North America. The WC is held each year in North America at a different race-track.

Annual Award

The annual award ceremony is held at the end of December each year. Awards are given to horses with the best achievements in various categories, and if your horse earns one you receive additional gold.

Rival Settings

Change the horses that appear as your rivals.

Edit

Select rival horses one at a time.

Riding Growth

Riding Growth

By riding in a way that brings out the individual strengths of the horse, you can raise a horse's abilities and create a stronger horse.

Innate Ability

Horses bred in Gallop Stallion (My Horses) have Innate Abilities. However using Horse Info you can only check on a horse's Ability Lineage. But if you use that as a hint and predict correctly, you'll be able to ride him so expertly that his true abilities will emerge.
On the other hand, if there are abilities that you don't want to bring out, be careful how you ride your horse.

Gallop Stallion

My Horse Breeding

Select Breeding Pair

Select stud and broodmare from the stock ranch.

Breed

Consider the breed forecast carefully and continue with breeding. To breed, you must have sufficient points corresponding to the foal's expected abilities.

Enter Stable

By entering your newborn foal into the stable, you'll be able to use it as your "My Horse".

Attraction Play

Ride in the Title Collection or Field of Legend. My Horses that have been retired from Title Collection can be used as breeding stock.

Title Collection
(see page 8)

Field of Legend
(see page 21)

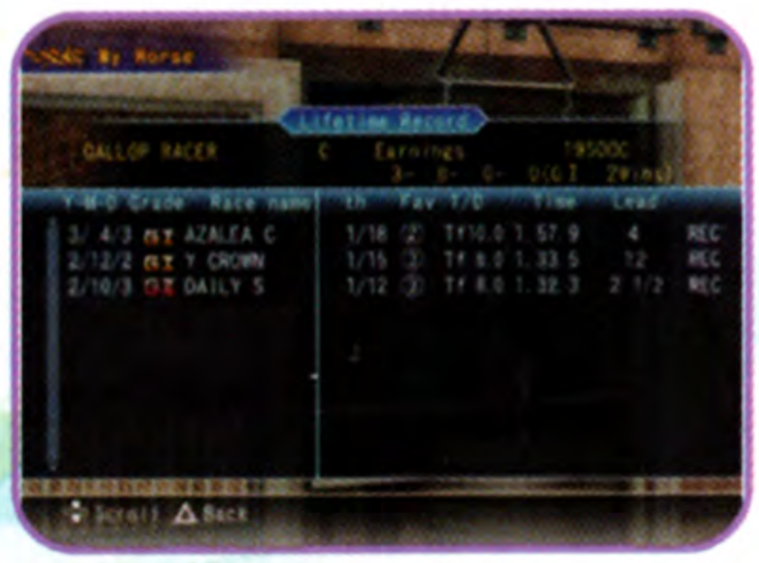
Menu

❶ My Horse

Manage your My Horse.
Up to 100 horses can be managed at a time.

Stats

Check on My Horse's lifetime records from the Title Collection or the results of other recent races.



Titles

View titles earned by My Horse in the Title Collection.

Ped

Check My Horse's pedigree.

Track Settings

Change the settings for tack such as hoods and bandages.

Leave Stable

Remove a horse from the stable and delete it from the My Horse list.
Once a horse leaves the stable, it can not re-enter.

FOL Results (▣ button)

View My Horse's FOL results.

❷ Broodmare & Stud

Studs and broodmares are bred together at the stock ranch. No matter which is chosen first, the breeding results are the same.

Breeding Ability

Check on the breeding ability of the breeding pair. Also, press the ◯ button to go to the pedigree chart.

What is Ability Lineage?

You can view a breeding pair's 4-generation pedigree. The icon in front of the horse's name shows its Ability Lineage. The Ability Lineage represents the traits conferred by the horse on its progeny. Abilities shown while racing are also passed down. Press the ◯ button to go to the Pedigree Chart.

Pedigree Chart

In GR2006, the Pedigree Chart shows those horses which can have an influence on their progeny's abilities. View them as a list and check on their various abilities.

From Breeding to Stable Entry

Breed Forescast

After you select the breeding pair, the Breed Forecast is displayed.
This shows the expected abilities of the foal that would be born from the breeding pair.
Pay attention to the Breed Comment and the Breed Cost before making your final selection.

Foal Abilities

Once breeding begins, a new foal is soon born.
Refer to the Foal Memo and comments before deciding whether to enter it into the stable.
My Horse's that are not entered into a stable cannot be brought back again.

Name Entry

Before entering the stable, the foal must be given a name.

3 Results

My Horse Record

View the Title Collection and FOL life-time records for all My Horses up to this point.

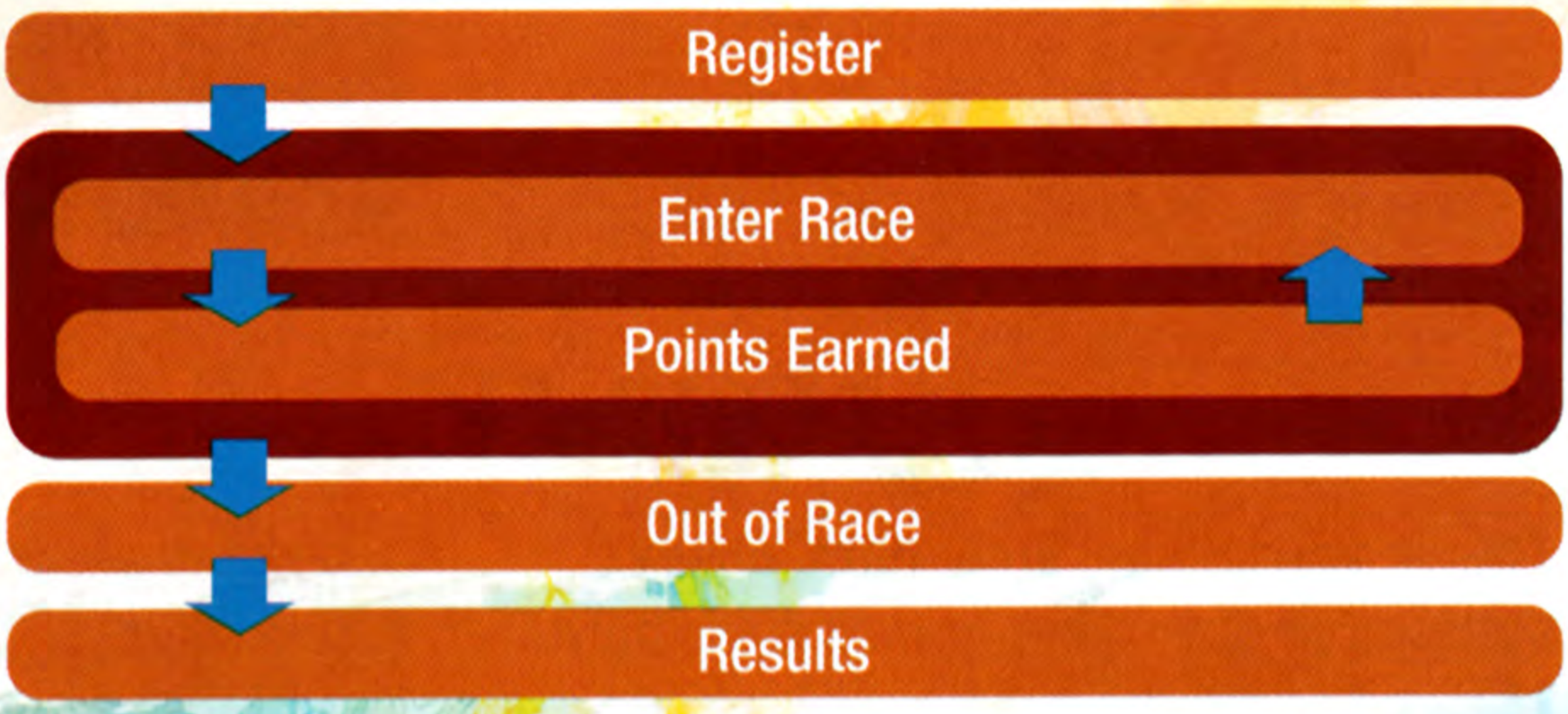
My Horse Titles

View Horse Titles earned by all My Horse progeny.

Field of Legend

Attraction Flow

Dream Series

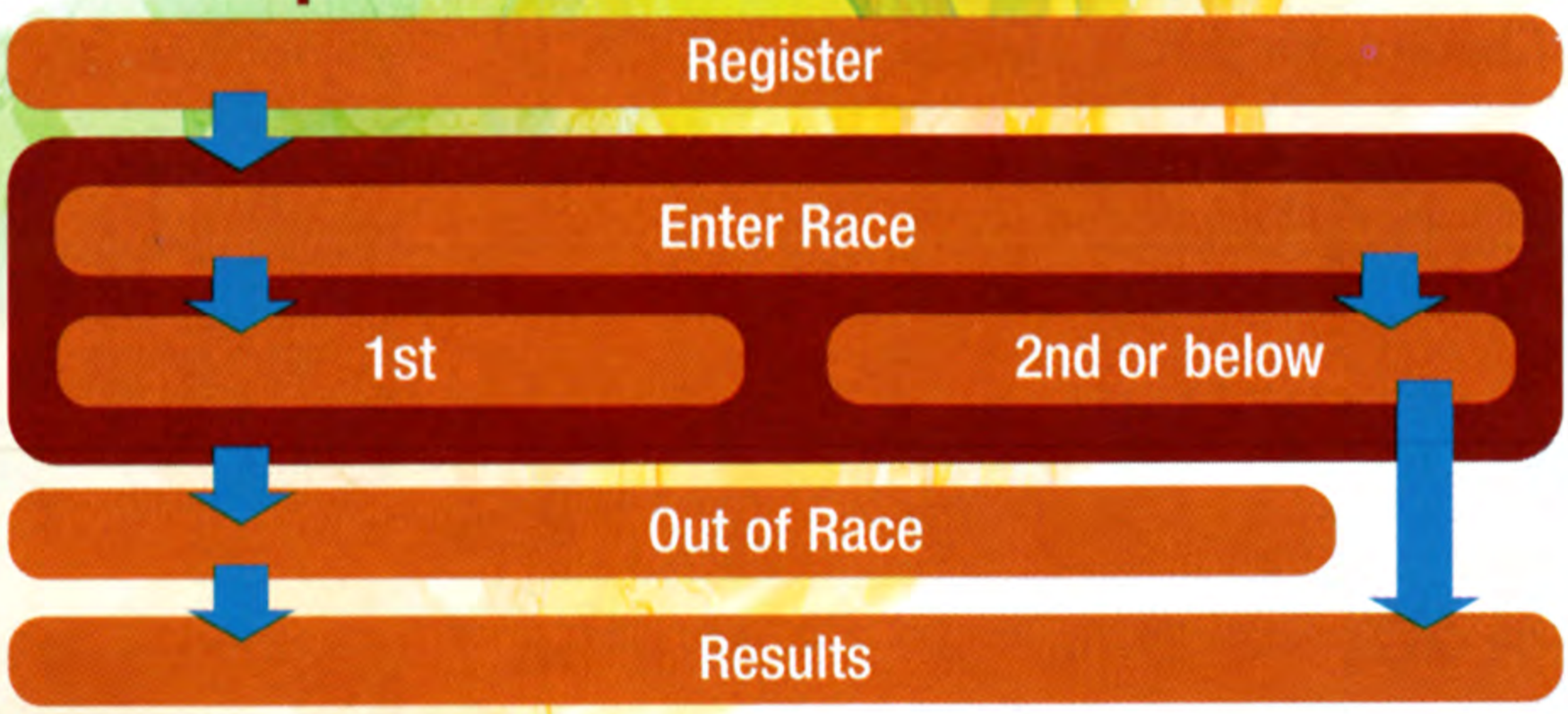


The horse which has earned the most points from all 7 races in the Dream Series (DS) is the winner. Since one horse cannot enter multiple races, you must have at least 7 "My Horses" (including 1 mare) to participate. Also, horses that have not participated in the Title Collection are not eligible to race.

Points earned

1st	12 pts.
2nd	6 pts.
3rd	4 pts.
4th	3 pts.
5th	2 pts.
6th	1 pt.

Dream Cup



In the Dream Cup (DC), horses fight it out in a 7-race tournament. If you lose just one race, you are out of the competition. Although you can compete with just one mare among your "My Horses", it is very difficult to finish the series with just one horse. Also, horses that have not participated in the Title Collection are not eligible to race.

Records

View the records, by level, for each race in the FOL.

HOME

This is your home. View data, check settings or save/load games from here. The status window in the upper right displays your "total stars", "time played" and "points". Time spent at home does not count as play time.

Viewing Information

Record-Star

Check your riding statistics stats and stars earned from the attractions.

Results

Check on the results for each attraction.

Game Settings

Uniform Settings	**Entrance Flow on Pg. 6**
Uniform Design	**Entrance Flow on Pg. 6**
Controller	**Entrance Flow on Pg. 6**
Difficulty	**Entrance Flow on Pg. 6**
Race	**Race on Pg. 51**
Sound	**Sound on Pg. 51**

System

Save/Load Game File. When Game File is saved, System File is saved along with it.

- **In order to save Game File, you must have a memory card (8MB) (for Playstation®2) with 410KB or more free space.**
- **In order to save System File, you must have a memory card (8MB) (for Playstation®2) with 490KB or more free space.**

Also, if you select "Quit", Theme Park Mode will end and you will return to the Title Screen. Be careful, though, because your Game File is not saved at the "Quit" menu.

RACING FUNDAMENTALS

Racing Information

Track
Information about the racetrack and course where the race takes place.

Records
Course record for the particular course.

Eligibility
Age and gender conditions for eligibility in that race. Races in which only mares can compete are displayed with an "F".

Impost
The amount of weight carried at race time.
Races that display "Handicap" are handicap events and horses are weighted so that they all have the same approximate power.
"H" is displayed in the Program Chart.

Trial Race
If a race name and finishing position are displayed in this box, it means that if you finish within a certain position, you can race in the event even if you don't have sufficient gold.

Gold
The amount of gold that can be earned in the race.

Racing Ability

Speed
Top speed at which the horse can run

Staying
Ability to stay at top speed

Stamina
Ability to run over long distances

Breaking
Ability to reach top speed quickly

Power
Power needed for a tough track or slope

Feel
Ability to easily shift speed

Fierce
Desire to burst ahead of other horses

Tenacity
Desire to keep going when exhausted

Courage
Desire to perform in a large scale event

Response
Ability to swiftly respond to Jockey's signals

Course Aptitude (Good ◎ · ○ · ▲ · △ · ✕ Poor)
Turf (M/Y)...Turf course skill (skill when course conditions are bad)
Dirt (M/Y)...Dirt course skill (skill when course conditions are bad)
CW...Skill Clockwise turn skill
CCW...Counterclockwise turn skill
Tight...Tight turn skill

Distance Aptitude
Distance horse can maintain power

Leg (Running Style)
Position from which horse can display its best power
In order from right, "Lead", "Head", "Pack", "Follow" and the skill at these positions is indicated by 4 levels of brightness.
->"Position" on P. 37

Growth Type & Growth Curve
Represents the horse's growth. Abilities vary depending on the age raced.

Race Interval (Title Collection only)
The longer the interval between races, the less relaxed a horse will be at the next race. This represents the ability to be relaxed despite a long interval.

Abilities

"Abilities" represent a horse's strong points and weak points. The ultimate goal is to ride in a way that brings out the strong points and avoids bringing out the weak points.

START

ABILITY Start Dash	Excellent speed with good start at gate
ABILITY Whip	Accelerates smoothly out of gate with whip
ABILITY Slow Start	Tends to get off to a slow start

DURING RACE

ABILITY Solo Runner	Displays power in front at a smooth gallop
ABILITY Frontrunner	Displays power running all out and away from pack
ABILITY Pace Down	Displays power when urged on during the race
ABILITY Free / ABILITY Inflexible	Strong/weak from a bad position
ABILITY Fast pace OK / ABILITY Fast pace NG	Strong/weak at fast paces
ABILITY Slow OK / ABILITY Slow pace NG	Strong/weak at slow paces
ABILITY Likes Pack / ABILITY Hates Pack	Strong/weak when surrounded by horses
ABILITY Rough Track OK / ABILITY Rough Track NG	Small/big damage from rough track
ABILITY Tough / ABILITY Delicate	Small/big damage when jostled
ABILITY Dust NG	Falters after swallowing dirt
ABILITY Stubborn	Ignores and has poor harmony with jockey

STRETCH

ABILITY Instant Response	Shows power when making an early kick
ABILITY Second Wind	Shows power when once again shooting ahead of pack.
ABILITY Last Corner Leader	Shows power as front-runner after last corner
ABILITY Closer	Shows power when takes lead all at once from behind
ABILITY Best Course	Shows power when running on inside of course
ABILITY Pack Split	Shows power when bursting through center of pack
ABILITY Spurt	Shows power when coming from behind on straightaway
ABILITY From Outside	Shows power when running on outside of course
ABILITY Last to First	Shows power when coming from last place on a straightaway
ABILITY Stretch Burst	Excels at final burst of speed just before finish
ABILITY Persistency	Extremely tenacious just before finish
ABILITY Strong Heart	Excels at maintaining final speed
ABILITY Grit	Shows power when head-to-head with other horses
ABILITY Close Race-OK / ABILITY Close Race-NG	Shows/doesn't show power when in close race with other horse
ABILITY Bears	Doesn't run straight when whipped too much
ABILITY Loses Will	Tends to lose will when takes lead too early

CONTROLLER TYPE

Normal Control (Type A)

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L1 & R1 button
Turn to the left/right

Up directional button
Flick reins

Left / Right directional button
Pull reins left/right

Left / Right directional button (twice)
Pull reins left/right (big)

Down directional button
Rein in

Down directional button (twice)
Rein in (hard)

L2 & R2 button
Change target

START button
Pause

△ button
Show whip

○ button
Normal whip

× button
Switch hands

□ button
Shoulder whip

Left / Right analog stick (long press)
Change view

Left / Right analog stick
Turn left/right

You can change the Normal Control button configuration by selecting "Button Settings" under Options or at your Home.

Analog Stick Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L1 & R1 button
Turn to the left/right

Up directional button
Show whip

Left directional button
Normal whip

Right directional button
Shoulder whip

Down directional button
Switch hands

L2 & R2 button
Change target

START button
Pause

△ button
Show whip

○ button
Normal whip

× button
Switch hands

□ button
Shoulder whip

Left analog stick ←
Pull reins left

Left analog stick →← (consecutive input)
Pull reins left (big)

Left / Right analog stick ↑
Flick reins

Left / Right analog stick ↓(small)
Rein in

Left / Right analog stick ↓(big)
Rein in (big)

Right analog stick →
Pull reins right

Right analog stick ←→ (consecutive input)
Pull reins right (big)

Left / Right analog stick (long press)
Change view

Rein Controls

Flick

Increase speed by flicking the reins. Repeat to further increase speed.

Pull left/right

Move to the left or right. If you pull strongly (big), you will move even further in that direction. If you maintain the pulling motion, you will continue moving in that direction.

Rein in

Pull the reins towards you to slow down. Pulling the reins back strongly (hard) makes you slow down more quickly. If you keep the reins pulled back, your speed will continue to drop.

Whip Controls

Normal whip

Whip horse's backside to quickly increase speed.

Shoulder whip

Whip horse's shoulder to increase speed.

Show whip

Hold whip in front of horse to encourage it to speed up.

Switch hands

Switch hands that hold the whip.

Auxiliary Controls

Left/Right turn

Turns the view to the left or right. Press the button on the opposite side the horse is facing to make it face front again. Press L1 + R1 buttons to view behind you.

Change Target

Move the target cursor to the horse in front by pressing the L2 button, or to the horse in rear by pressing the R2 button. Press L2 + R2 to return the cursor to your own horse.

Change View

Change between Normal View/Jockey View.

Pause

Temporarily pauses the race. Vibration function can be changed while the game is paused.

Simple

This simple control method allows you to set your strategy before the race and then just operate your whip (◉ button).

Pace

Forecast the pace of the race. The more leads in the race, the faster the pace tends to be.

Mark

Select a rival to be your "mark" during the race. This will become effective when you have made the below settings with the "Mark Horse" you selected as your reference point.

Course

This setting determines whether you take the inside, outside or middle of the course. Although taking the inside or middle is in some ways more efficient, it also increases your chance of suffering an accident.

Position

Predict how the race will unfold and set the position you want as your target. Although basically the judgment should be based on your horse's running style, it's necessary to make appropriate adjustments based on pace, competition and track conditions.

Last Corner

Sets how your horse comes out of the last corner. Just as in Course Path, it's a choice between taking some wasteful strides or inviting a potential accident.

Stretch

Set your stretch timing. You need to decide on the best timing after considering pace, competition and your horse's abilities.

*Simple controls can only be chosen in Theme Park Mode.

RACE FLOW

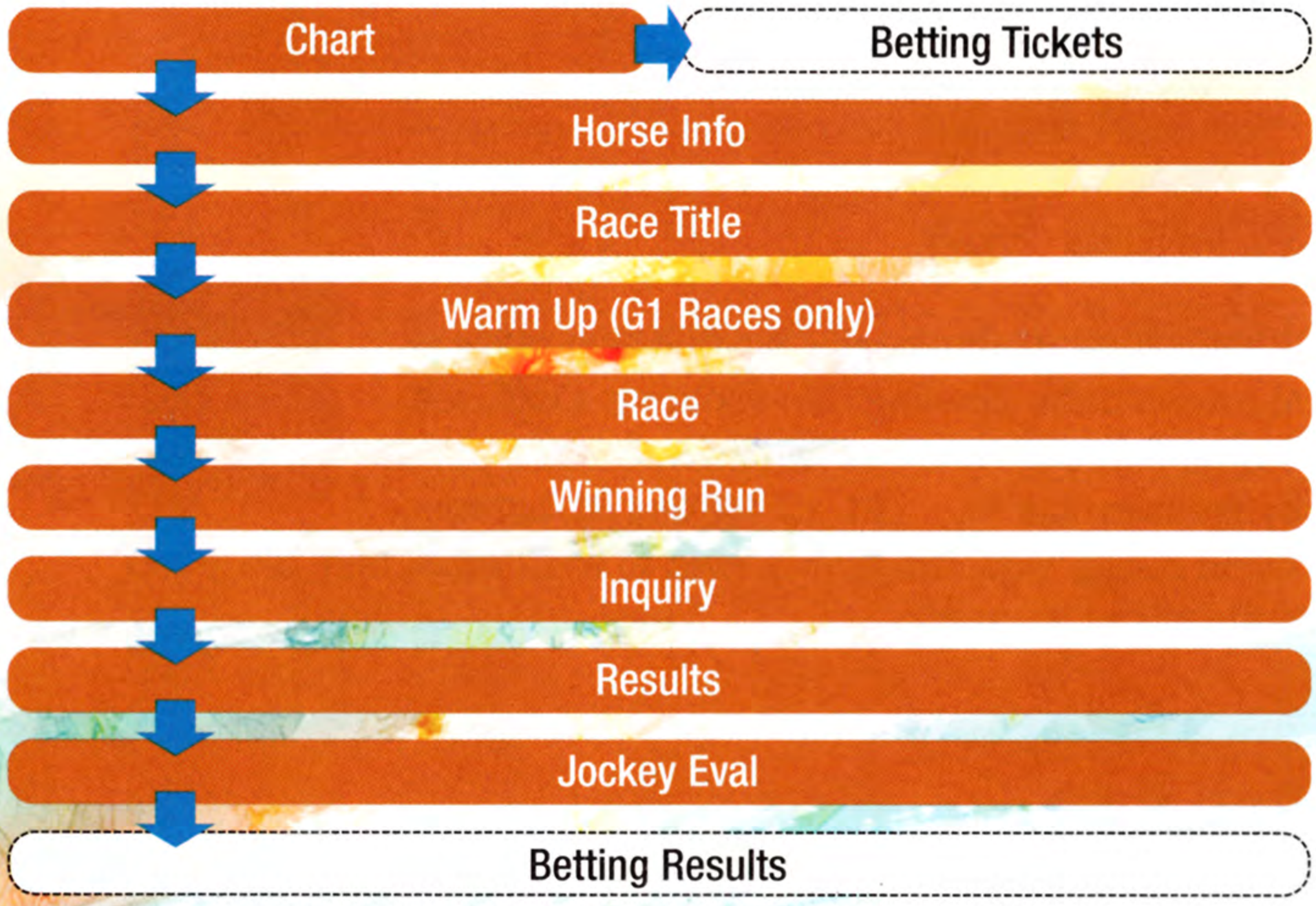
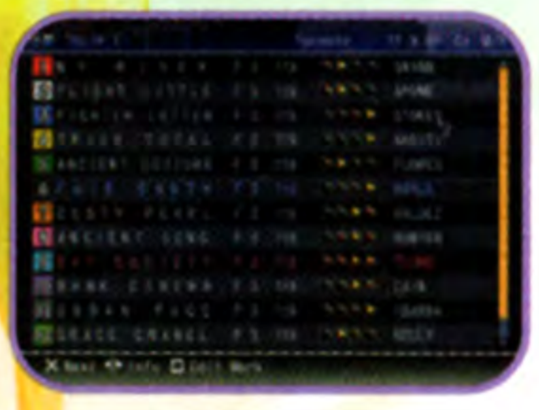


Chart & Horse Info



Check a horse's gender, age, impost, leg (running style), jockey, win odds, popularity and forecast. Also, if you press the □ button on this screen you can change your Mark Horse. Your horse is displayed in red and the mark horse in blue.
If you then press the ○ button, you can purchase betting tickets. However you can only purchase them for races in Theme Park Mode. ->"Betting Tickets" on P. 33 You can check a horse's condition or abilities in the paddock. Check your horse to determine its physical and mental condition and state of nervousness.

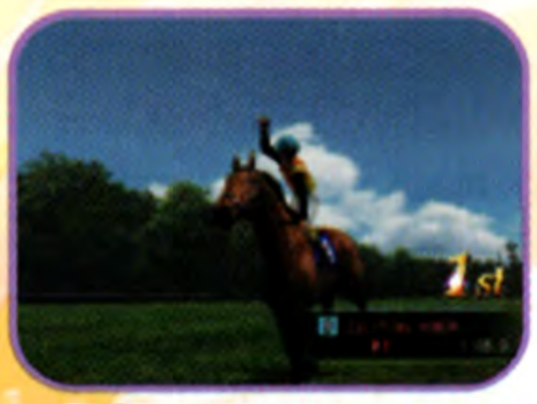
Race Title & Warm Up (G1 Races only)

In a G1 race, after the fanfare, there's a warm-up (introduction to the horses). March bravely and build up your morale.

Race

Pg. 35 [Race Guide]

Winning Run



When you reach the goal, your finishing place is shown and the Winning Run screen is displayed. During Winning Run, you can make a victory pose by pressing the △, □, L1, L2, R1 and R2 buttons. When racing with two horses next to each other, only the △ and buttons can be used.

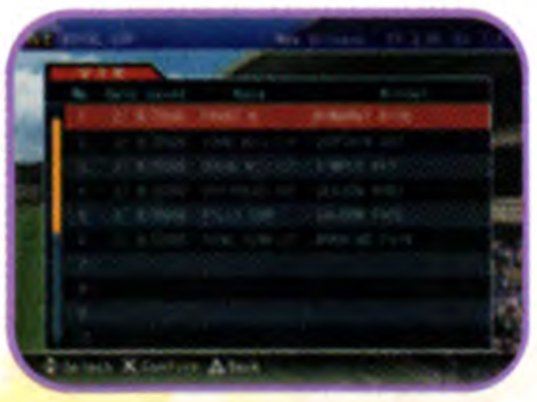
Inquiry

When a horse is interfered with during a race, an inquiry may take place. If the interference is bad enough, it can result in a change in the placing order or a disqualification, so be careful about your Course Path.

Results

Displays the race results.
Press the □ button to check on your post position during the race and the final 3 furlong split time.
Also, press the ○ button to check this race's payoff.

VTR Save



If you select "VTR SAVE" on the Placing Chart, you can save the race as Replay File onto a memory card (8MB) (for Playstation®2).

*** To save Replay File, you must have a memory card (8MB) (for Playstation®2) with at least 315KB of free space.**

Saved Replay File can be replayed by selecting VTR Replay under Options.

->"VTR Replay" on P. 51

Jockey Eval

Your performance during the race is evaluated. The grading is in 6 levels, SS-D, on the subjects of Start, Feel, Position, Course, and Stretch. Important tips for your riding are also listed under "Eval Details" Blue items indicate positive results while red indicates that mistakes were made. Read these tips carefully and try to improve for the next race.

In "Title Collection, "Ability" and "Ability Growth", which relate to riding improvement, are added.

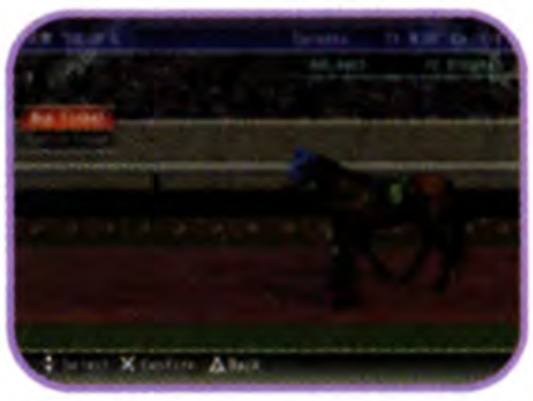
->"Riding Growth" on P. 15

BETTING TICKETS

For races in Theme Park Mode, you can purchase betting tickets for races which require points to race. Depending on the Betting Results, it is possible to increase the payoff and points you receive.

Betting Ticket Menu

Select to either purchase betting tickets or view the betting tickets you have already purchased.



Betting Ticket Type Select

There are 6 types of betting tickets that can be purchased.

Win

Pay off only if horse comes 1st place

Place

Pay off if horse comes in 1st or 2nd place

Show

Pay off if horse comes in 1st, 2nd or 3rd

Quinella *

Pays off if horses come in 1st and 2nd

Exacta *

Pays off if correctly predict 1st and 2nd place

Trifecta *

Pays off if correctly predict 1st, 2nd and 3rd place

*** Tickets for Quinella, Exacta and Trifecta can be purchased in the Box as well.**

Inputting Horse Numbers and Amounts

After you decide on the type of betting ticket, select the horse numbers and amount to purchase. Take the odds into account and follow your betting instincts.

Betting Results

Following the race, if you have purchased tickets, you'll move on to the Betting Results Screen after the Riding Test. On this screen, you can view your betting ticket results and receive your payoff.

RACE GUIDE

Race Screen

① Race Information

Remaining distance, elapsed time, lap time and pace are displayed. Lap time is updated each 1 furlong run by the lead horse.

② Horse Information

The horse's position info is displayed by horse number. The orange cursor represents your horse, the blue is the mark horse and the yellow is the targeted horse. Various information about the targeted horse is displayed to the lower right.

③ Obstacle Information

"X" symbols to the right and left indicate that any more movement in either of those directions will interfere with another horse. If the "X" symbol is on the bottom, it indicates that any more drop in speed will cause a danger to the horse behind. Be careful because swerving or slowing down in such a way as to interfere with another horse can result in a change in the official placing order and possible disqualification.

④ Condition Information

Shows the condition of the racehorse.

I. Speed

The blue needle shows your current speed.

II. Desired Speed

The red needle shows the jockey's desire to speed up or slow down. You can check the harmonization between the horse and rider by seeing whether or not the "Speed" needle responds smoothly to its movements.

III Spirit Gauge

Represents the horse's spirit. As you continue to ride well, the Spirit Gauge increases and you can ride for a longer time and at full speed. If "MAX" is displayed, it means that the Spirit Gauge is at full.

IV Whip Gauge

Indicates the ability to mentally endure the whip. If the whip is used when this gauge is at zero, the horse will become ill-tempered and lose speed. The amount of endurance taken from the gauge is, in order: Show Whip < Shoulder Whip < Normal Whip.

V Condition

Represents the horse's mental condition. See below items for a more in-depth explanation.

VI Revolution Slot

When the curtains close on the 3rd reel, a "Revolution" is started.
->"Revolution" on P. 40

Start

During the final countdown, stop the needle by pressing the ⊗ button to start. If you can perfectly match up the red and blue needles, you'll be off to an outstanding start.

TIPS!

CONSIDER YOUR RUNNING STYLE WHEN YOU START

Some horses have running style (legs) that actually allow them to run better when coming from the back of the pack. In this case, it would be best to intentionally not make too good of a start.

Position

After start, guide your horse to a position where it can perform best. Consider your horse's running style and then set a good position as your target.

Lead

A horse that prefers to run in front position. If horse also has an aptitude for "Head", it also has power from 2nd or 3rd position, but otherwise may need to be in the front.

Head

A horse that likes to run in the front pack.
This is the most orthodox type. With the lead horse always marked, this type is in position to make a quick move into the front.

Pack

A horse that likes to run in the middle or back. Staying towards the back, this type makes a move and calmly and steadily picks up its pace.

Follow

A horse that likes to run in the rear of the pack. This type of horse must be able to stay relaxed as it runs in the rear position. It is unique in that the timing for when to make a move is more difficult than getting position.

TIPS!

TAKE PACE AND RIVALS INTO ACCOUNT WHEN POSITIONING.

If your horse has an aptitude for more than one running style, it has more options. Strategies such as marking towards the front in a slow-paced race and behind in a fast-paced race, or taking a position after marking a strong rival, allow you to adapt quickly to various race conditions.

Course Path

During the race, you need to consider taking a line that avoids waste. Even the strongest of horses wants to try to save ground on the last corner, so try to choose a "line" that will save the most ground.

TIPS!

ROUGH TRACKS AND SAVING GROUND

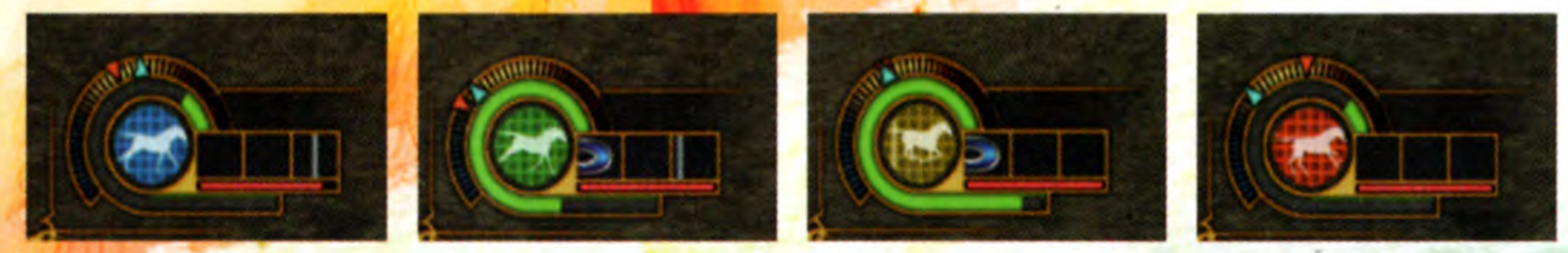
Rough track conditions can lead to a loss of spirit in horses with low power and tenacity. But if your horse is tough enough, it may be better to suffer the spirit loss instead of bearing out and losing ground. If "Rough Track" is displayed in gray under "Cond Info", it indicates that large damage will be caused.

Feel

Condition

You can learn about the horse's condition by the color of the horse silhouette and the condition information displayed at the top of the slot. The silhouette's color changes due to either the horse's tension or due to the pace, but you need to be able to judge which of those factors is responsible.

Also, just because the color doesn't change to blue or green, it's no reason to give up. Whether it's because short races are fast-paced or because some horses don't harmonize well, there may be some races or horses where you can't achieve blue or green.



Harmony

When a horse's will and a jockey's will become one, it is called "harmonizing". The key to harmony is in "speed control". Horses with poor harmony are short-tempered, and you need to match your speed increases/decreases to those of the horse.

Condition Deterioration

Fail to harmonize well with your horse and you may suffer from the following conditions: Inability to hold down speed (over-eager), slow down in speed when your horse loses enthusiasm (lazy). When your horse is "wild", try to slow down gradually. When your horse is "lazy", you can restore it quickly by lightly flicking it to raise its spirit.

Checked

The condition of being marked from behind.

Shut Off

The condition of being surrounded by horses.

Jostle

Condition of jostling with another horse. Red indicates small damage.

Stretch

Begin to pick up the pace at about 4 furlong remaining in the race. Think about your rivals and decide on the best timing to make your spurt. The type of move is based on the horse's running style ("Legs").

Lead

Since this type runs all out after start and all through the race, you should hold off making a move as long as possible. When the horses in the rear start to catch up, give it all you've got.

Head

This type needs to keep the lead horse marked until it makes a move and at the same time control the other racers. Be careful not to become too distracted by the front horse or you may be overtaken by from the rear.

Pack

This type needs to close as with the front-runner as possible before making a kick. When the pace is slow, the front horses are holding back as well, so try to stay close with the leaders.

Follow

With a Follow, it is even harder to make a move at the right time than with a Pack. Be careful of your distance from the pack and how you raise your speed and try to learn what it takes to get the maximum from your horse.

TIPS!
CHOOSING WHIP TYPE

You can basically use "normal whip" for the whole race. However by using "show whip" or "shoulder whip", you can gradually increase speed in such a way that your horse will be fresher for the next race.

Wild

When a horse veers to the side after entering the final stretch or as a result of excessive use of the whip, it is called "wild".
When this happens, just relax and either pull the reins in the opposite direction of the veer or apply the whip onto the veering side, and it should straighten out.

Revolution

"Revolution" occurs when you ride your horse so perfectly that you draw out its maximum power. For the remaining 1-3 furlong, if you use Normal Whip and can match up the red or blue ? mark in the slots, you'll see special stage effects and your horse will be able to run faster than its normal limit.
But if you get jammed in or your horse loses spirit, "Revolution" will end, so be careful to use the correct Movement strategy.

TIPS! LUCK IS A SKILL?

Horses sometimes exhibit powers that transcend that of the human mind. If you match the slots in the below patterns, you may catch a glimpse of the power hidden in your horse.

SIMULATION MODE

Race Edit

Race Edit Menu

This menu is for editing an Original Race.

View

You can view an edited race.
If the necessary information has not been set, this cannot be selected.

Race Edit

->"Race Edit" on P. 42

Select Race

Select the race to use as template.

->"Select Race" on P. 47

Change Date

Select to change the race's start date

Number

Select to change the number of entrants. The minimum is 6 and the maximum depends upon the race.

Weather

Select to change the weather.
Some weather cannot be selected at certain tracks.

Track

Select to change the racetrack conditions.

Race Edit

Edit a race's details.
Change the settings page with the L1/R1 buttons and select the item you wish to change. Also, you can change to another horse with horse select.

1st page:	Set jockeys, race qualifications.
2nd page:	Set odds, racing conditions.
3rd page:	Set jockey strategy.

*** If you have loaded an already existing Original Race, the horse's name are all displayed in red, but when overwritten will be displayed in blue.**
Please mark when you want to Original Race data to reflect updated Horse Information.

Date Menu (◉ button)

Register or delete your Original Races.

Register

Save your Original Race as Simulation File. If the necessary information has not been set, it cannot be saved. Up to 20 Original Races can be registered.

*** When a race is registered, the data is finalized. If you want any further changes or My Horse riding growth reflected in the Original Race, you will need to re-register it.**

Delete

This deletes the Original Race from the Simulation File and saves the Simulation File.

*** To save Simulation File, you must have a memory card (8MB) (for PlayStation®2) with 135KB or more of free space.**

Horse Edit

Select Horse

Select the horse to be edited.
If you want to create new racehorse data, press left/right on the directional buttons and select "NEW HORSE", and then select its location.

Horse Edit

Edits the racehorse.
Change to one of the three pages listed below with the L1/R1 buttons and select the menu where you want to make changes. Also, you can press the ◉ button to call up the Data Menu from the top of each page.

Status
Set horse name, gender, production type and rank.
Ability
Set the horse's abilities.
Select an item and make the desired changes.
Appearance
Make changes to coloration and star, tack such as hoods and bandages and uniform design.
Data Menu (◉ button)

- **Return to pre-edit**
  Cancel changes and return to pre-edit state.
- **Reset settings**
  Return to GR2006 original settings.
- **Save Data**
  Save changes as System File.

*To save Simulation File, you must have a memory card (8MB) (for PlayStation®2) with 135KB or more of free space.

Jockey Edit

Select Jockey

Select the jockey to be edited.
If you want to create new jockey data, press left/right on the directional buttons and select "NEW JOCKEY", and then select the location.

Jockey Edit

Edits the jockey.
Select an item and make desired changes.

Change Name
Change the jockey's name.

Change Sex
Change the jockey's gender.
Only when a new jockey is created.

Change Face
Change the jockey's face and hair color.
Only when a new jockey is created.

Data Menu (◉ button)
Same as Horse Edit.

VS MODE

Series Battle

A two-player playoff-style series of up to 5 races. Points are earned based on finishing position and the horse with most points scored after all races is the winner. If the result is a tie, the winner of the final race is declared winner.

Points by position

1st	20 pts.	2nd	15 pts.	3rd	13 pts.	4th	11 pts.	5th	10 pts.
6th	6 pts.	7th	5 pts.	8th	4 pts.	9th	3 pts.	10th	2 pts.
11th	2 pts.	12th	1 pts.	13th	1 pts.	14th	1 pts.		

Controller Type

Change the race controls for each player. This setting includes Free Mode and Normal and stays in effect until game is reset.
->"Controller Type" on P. 28

Tournament Battle

Up to 4 players can compete in a tournament. Those who place in a race move on and the losers move on to a "consolation race". Points are determined by race and the winner receives the points.
The player with the most points earned when all races in the tournament are completed is the winner.
Even if you lose in one of the races, it's still possible to stage a turnaround by earning the various types of bonuses.
In the case of a tie, the winner of the last race is declared the winner.

Tournament Battle
GT X CUP SP 150pts
San Francisco TF10 OF 3 14.4
GT SUMMER CP 180pts
Toronto TF11 OF 2 10.8
Last Round
GT DOLPHIN S 30pts
New Orleans TF10 OF 1 57.2
X Next △ Back

Bonus Types (40 pts. each)

Records	1st place in record time
Hands-down	Win by 10 or more lengths
Cool Ride	Win without using the whip
Revolution	Achieve Revolution and win

• Important Facts for Tournament Battle

* Tournament play takes play on the DUALSHOCK®2 analog controller connected to controller port 1.
* The DUALSHOCK®2 analog controller used changes as tournament play proceeds. If the horse's name is displayed in red, it corresponds to an (DUALSHOCK®2) analog controller in controller port 1. If the horse's name is in blue, it corresponds to the DUALSHOCK®2 analog controller in controller port 2.

FREE MODE

Game Settings

Select Race

There are 4 ways to select a race.

Program
Select race following the annual schedule.
Ltd. Race
Select the JWC or WC revolving races or the FOL race.
Random
Selects randomly from above two types of races.
Original
Select an original race created in Simulation Mode.

Players & Horses

Sets the play format and horse selection method. If the horse selection method is "random," the horse is randomly selected from the horses that meet the qualifications.

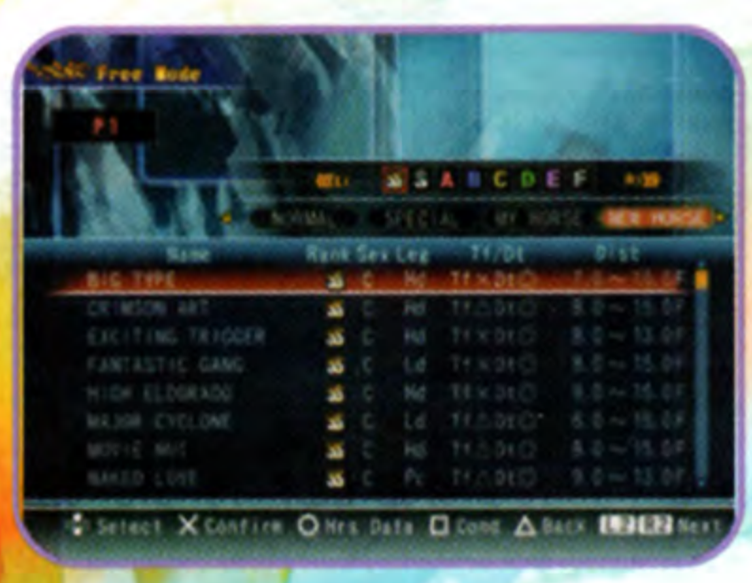
Controller Type

Same as VS Mode.
Pg. 28 [Controller Type]

Select Horse

You can change the category of horse by pressing left/right on the directional buttons.

Select <My Horse Data Load> from "MY HORSE" and the My Horse saved in the Game File will be loaded from the memory card (8MB) (for PlayStation®2).
Now you can select the loaded My Horse as your horse to ride.



Also, all the new horses created in Simulation Mode are listed up under "NEW HORSE" and you can select any of them as your horse to ride.

Race Settings

Change the details of a particular race.
From the "Race Edit", you can change registered horses, age and horse numbers.
In addition, you can also freely change the number of entrants, racetrack conditions and race difficulty.

Data Management

Types of Save Data

In "Gallop Racer 2006", 4 types of save data are used.

System File (490KB free space needed)

This is the GR2006 common data.

- **System Information**
  Common settings in the game
- **Course record information**
  Records for each track
- **Edit Information**
  Horse and jockey data that was edited in Simulation Mode.
  New horses and new jockeys are also stored here.

Game File (410KB free space needed)

This is the data used in Theme Park Mode.
Up to 3 can be saved at the same time.

- **Attraction Information**
  Play data for each attraction
- **My Horse information**
  Data of My Horses bred in Gallop Stallion

Replay File (315KB free space needed)

This is saved VTR data.
Up to 20 can be saved at one time.

Simulation File (135KB free space needed)

This is Original Race data edited in Simulation Mode.

System File

Save or load System File here. If there is no System File when saving, new System File is created.

My Horse Data

Copy/Delete

- **Copy/Delete**
  Load Game File and copy or delete My Horses. My horses displayed in red are currently being ridden in Theme Park Mode and cannot be copied or deleted. Also, if there are horses with the same name in the copy destination, copy cannot be completed.
- **Revert**
  Returns to condition when My Horse information was loaded.
- **Save**
  Re-saves loaded Game File.

Password

- **Enter Password**
  Enter password to create My Horse.
- **Display Password**
  Displays password for selected My Horse.

Replay File

Save Replay File onto another memory card (8MB) (for Playstation®2)

VTR Replay

Select the Replay File to replay from the list.

Race

Perform various race settings.

Vibration Function
Turn DUALSHOCK®2 analog controller Vibration function ON/OFF

Race Info
Race information display ON/OFF

Horse Info
Horse Information ON/OFF

Cond Info
Condition Information Display ON/OFF

Obstacle Info
Course Interference Information Display ON/OFF

Sound

Perform various sound settings.
Change audio output settings, BGM during and outside the race, race narration, sound effects volume and race voices for riding and viewing modes.

CREDITS

DIRECTOR
Yoshinori Ueda

PLANNER
Kouichi Yamaguchi
Tetsuya Urano

PROGRAMMER
Tomoya Ichikawa
Masahiko Itoga
Kojiro Ito
Yuji Yamamoto
Yutaka Fukaya
Takayuki Teruya
Taihei Obara
Yasuhiro Nakamoto

GRAPHIC DESIGNER
Kazuhiro Higuchi
Yasunari Akiyama
Masayuki Sasamoto
Tomoko Kato
Atsushi Katsumi
Tsukida Yuka
Nijiko Kanazawa

SOUND COMPOSER
Saki Ishii
Hiroaki Takahashi

VOICE ACTOR
Marc Thompson

TRANSLATION
NANICA K.K.

INTERNATIONAL DIVISION
Mitsuru Tsutsumi
Keiko Kawashima
Miho Sano
Mie Takahashi
Shinji Kira

TECMO INC. STAFF
Norma Matautia
Bill Cox
Mimi Tabuchi
Keiko Saegusa
Keiko Kagan
Yumi Saiki
John O'Connell
Ryan Arbogast
Michael Domaguing

PACKAGE DESIGN
Tomu Ree

PRODUCER
Keisuke Kikuchi

EXECUTIVE PRODUCER
Koji Harao

USA PRODUCER
John Inada

USA EXECUTIVE PRODUCER
Isamu Fukada

CHIEF EXECUTIVE OFFICER
Jam Ojisan

SPECIAL THANKS TO
Haruhiko Inaba(NANICA K.K.)

- The typefaces included herein are solely developed by DynaComware.
- Orchestral sample included in this recording are from the Vienna Symphonic Library.

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("Tecmo") warrants to the original consumer that this Tecmo Game Disc shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If adefect covered by this warranty occurs during this 90-day warranty period, Tecmo will repair or replace the disc, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective disc to the retailer.
2. Notify Tecmo of the problem requiring warranty service by calling (310)944-5005
   Our office is in operation from 9:00 a.m. to 4:00 p.m. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will pro vide you with a Return Authorization number. Simply record this number on the outside packaging of your defective disc, and return your disc freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within this 90-day warranty period to:

   Tecmo, Inc. PMB#5553
   21213-B Hawthorne Blvd.
   Torrance, CA 90503

This warranty shall not apply if the disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the disc develops problems after this 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a return Authorization number. You may then record this number on the outside packaging of the defective disc and return the defective disc freight prepaid to Tecmo, enclosing a check or money order for $10.00 payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above, repair the disc or replace it with a new or require disc. If replacement discs are not available, the defective disc will be returned and the $10.00 payment refunded.

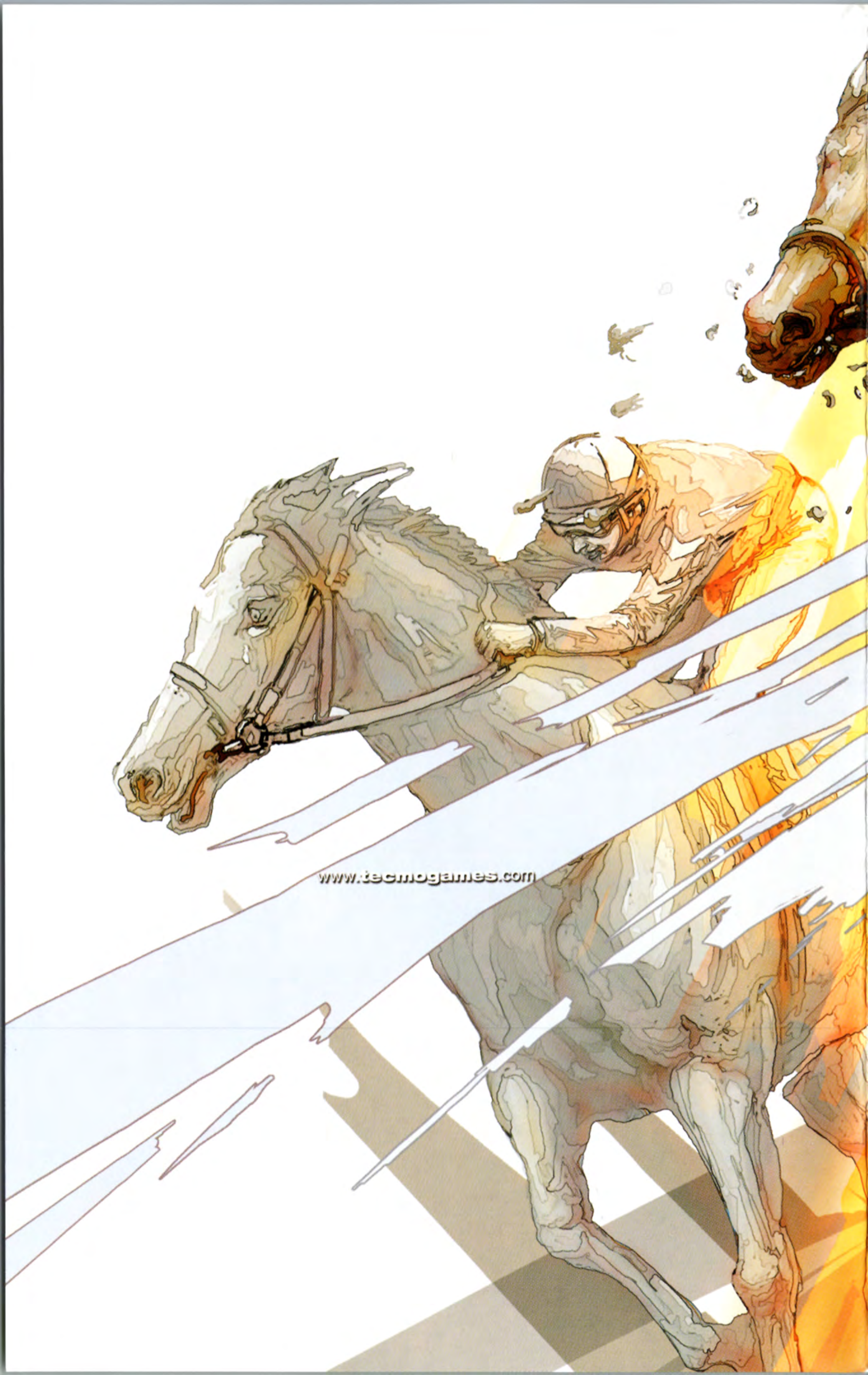
WARRANTY LIMITATION:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATEOF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENTS SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provision of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

TECHNICAL SUPPORT: (310)944-5005

Our office is in operation from 9:00 a.m. to 4:00 p.m. Pacific Time, Monday through Friday.


www.tecmogames.com